BORODINO

BORODINO
Gorki
Storitz
Tatorinovo
Kniazkovo
MOSCOW
Artemki
Mykhino

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ATARI ST

ATARI BATTLESCAPES

BORODINO

Designed and Programmed
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Player's Guide Notes

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Introduction

Borodino is the first of a completely new concept in wargaming. The idea is to recreate what it would be like to be the historic commander of an army, playing only the role of one man (and not making decisions for anyone else in the army) and communicate with his subordinates in the same way as his historical counterpart (giving written orders, receiving messages, asking questions, and so on).

All the rest of the army is played by the computer, so they act on their own initiative, may disobey orders (if they are impossible, too difficult, too out of date, or never reach them), order their own subordinates and generally take a very active role in the progress of the battle.

Basically the commander-in-chief orders the Corps commanders, who each order around five or six Divisional generals, who in turn order between two and eight colonels (each in charge of a regiment). One regiment of infantry (1000 men), one brigade of cavalry (600 men), or one artillery battery (16 guns with 400 crew), are the smallest fighting units on the battlefield.

One of the key features is that the human player is only allowed to see what the commander-in-chief could see, so a perspective view from his position is drawn.

Another important point is that all messages and orders are sent by riders, which means there is a time delay between sending and receiving them. Riders, like all the soldiers and generals, may become casualties, and the message may simply never get through.

The battle of Borodino was by far the biggest battle of Napoleon's invasion of Russia in 1812, and provided much of the war in Tolstoy's War and Peace, not to mention the cannons in Tchaikovsky's 1812 overture.

The fight was fairly evenly matched: 70 miles from Moscow, Napoleon, with approximately 130,000 men faced the Russian commander, Kutusov, with around 120,000 men.

The Battle of Borodino

Napoleon's invasion of Russia in 1812 is best remembered for the disasterous French retreat from Moscow. This catastrophe finally brought to a close any of the Emporer's remaining ambitions in the East. Napoleon failed in his efforts to bring the Russians to heel in a single decisive battle, and one of the unanswered questions of this period is what would have happened if he had achieved this at the one big confrontation, the battle of Borodino.

There seems to be no single reason for the invasion. It followed several years of deteriorating relations between France and Russia, after a rather woolly agreement was reached in Tilsit in 1807. At that time the Tzar of Russia, Alexander, was very eager to come to an arrangement with Napoleon. The Russian army had been mauled at Austerlitz, one of Napoleon's greatest successes, and the Tzar seems to have been personally overawed by the French emporer.

Despite the agreement reached, there were several long standing differences that remained (and still remain!) to niggle both sides, notably the future of Poland and Russia's never ending lust for a southern port, in this case Constantinople. A further problem was Napoleon's insistence that Russia abide by an economic blockade of Great Britain, known as the Continental System. This was manifestly not in Russia's interest, upsetting trade with Great Britain started growing unrest among the nobility and merchants.

However these problems in themselves are not the causes of major wars. The deciding issue was Napoleon's personality. If there was one thing he was not prepared to tolerate, it was a challenge to his personal power and prestige. The Russians were rejecting his position of master of Europe, and posing an influential challenge to his authority. In effect, Napoleon's bluff was called, and relations deteriorated to the point where it was a choice between war and a loss of face. Napoleon chose war.

Showing his mastery of planning and logistics, Napoleon assembled a huge army of around 675,000 men. On the 23 June 1812 this force started crossing the river Niemen, thus starting the war in earnest. Divided into three, his plan was to trap the Russian army and crush it. But for the incompetance and hesitant nature of some of his subordinates, it may well have succeeded. But it did not. The last chance for the French to surround at least some of the Russian army was lost at the battle for the important city of Smolensk. This city was abandoned by the Russians on the night of August 17th.

On the Russian side, the commander of the First Army, Barclay de Tolly, was waiting the arrival of the smaller Second Army under Prince Bagration, who was moving up from the south. They did not meet until Smolensk. Their combined forces of 127,000 from the First Army, and 48,000 of the Second, enabled the commanders to consider a major action.

Mainly for political reasons, Prince Kutusov was given overall command of the combined armies on August 29th. He was a slow, plump, but crafty and unflappable individual.

Napoleon could have consolidated his hold around Smolensk, and wintered there. He certainly considered this, but his military instincts seem to have won the day, and he decided to press on despite the hugely overstretched supply lines back west. It was not until his troops approached the river Kalatsha, bridged at the village of Borodino, that they finally saw the massed ranks of the two Russian armies, digging in and preparing for battle.

Borodino is about 70 miles west of Moscow. It is of little military significance itself, but it is where the Russian commander-in-chief, Kutusov, chose to make his stand. It was the last chance of holding out to prevent the fall of Moscow. September 5th saw a fierce battle for the advanced Russian redoubt at Shevardino. This eventually fell with the arrival of the French 5th corps under Poniatovski, as the position was then outflanked. Kutusov then ordered a withdrawal to the main defence line.

September 6th saw a day of almost unreal calm. Both sides were so preoccupied with preparations, such as the Russians building earthworks and the French pontoons over the river, that there are no reports of any significant action.

This calm proved to be the lull before the storm. On September 7th the battle proved to be one of the bloodiest of all time.

The Russian commanders were initally worried about the exact line of Napoleon's attack, and prepared to defend a 5 mile line from the village of Utitsa to the junction of the rivers Kalatsha and Moskva. The centrepiece of the defences was a large earthwork, just east of the bridge at Borodino, called the Great Redoubt. Further south three arrow shaped forts, called the Fleches, protected the centre-left. Utitsa itself was not protected by earthworks of any significance, and north of Borodino the Russian defences followed the line of the Kalatsha.

The Russians had around 120,000 men at Borodino, including 17,000 regular cavalry, 7,000 Cossacks, 10,000 hastily formed volunteer militamen and 640 pieces of artillery. The French had a slight numerical advantage, with 131,000 men, including 28,000 cavalry and 587 guns.

For reasons best known to himself, Napoleon had one of his worst off days, and did not plan anything more than a frontal assualt. Despite having several miles of room for some manoeuvre, most of the fighting surrounded the Great Redoubt and the Fleches. These eventually fell and the Russians were pushed back to form a line along the ridges behind them. Sideshows included the capture of Utitsa by Poniatovksi, and an inspired counterattack by some Russian cavalry across the Kalatsha to the north. This achieved little, but delayed events further south by a vital hour, as Kutusov was hurridly bolstering his left flank with divisions brought down from the north.

Kutusov planned to continue the defence into a second day. It was only when the casualty reports came in that he changed his mind. Losses were huge. Estimates vary but casualties were in the order of 40-50,000 each side. A tremendous sacrifice that achieved so little. Kutusov ordered a withdrawal overnight, leaving the camp fires burning (to pretend nothing was happening) to delay the French pursuit as long as possible.

The battle of Borodino was technically a French victory, at least it has been documented as such, in Western accounts. A bloody draw would seem more accurate. The French army was so badly battered its advance over the next few days could hardly be called a pursuit. Moscow was abandoned to it a few days later, as no obvious defence line existed.

Napoleon waited in Moscow for the Tzar to offer peace terms. But the Tzar did not give in, and Napoleon was eventually forced into a retreat through the Russian winter. This retreat was characterised by a whole series of smaller battles, some where Napoleon showed considerable genius in enabling his army to escape. Contrary to the popular myth that the French army died in the cold, most soldiers died in the fighting, or as a result of their wounds.

The shattered remnants of the Grand Army did escape, but with the loss of 570,000 men and almost all the 200,000 horses. Strangely perhaps, Napoleon was greeted as a hero when he finally got back to Paris. Nevertheless, he must have deeply regretted his decision to invade Russia in the first place: the Grand Army could never recover.

Loading Instructions

To run Borodino insert the program disk into drive A and switch on the computer.

Double click on the BORODINO.PRG program icon in low resolution mode. The program will not run unless the original data disk is present. The program and the data files can be backed-up, or stored on a hard disk, but the original data disk must be present in Drive A for the program to run from a hard disk.

Borodino just fits into a 520ST, and will only run in low-resolution mode as it requires colour. Ensure that any GEM Desk Accessories present are removed before running Borodino.

Borodino is compatible with the full range of ST computers.

Playing Instructions

As soon as Borodino has loaded, you will be asked to place the data disk in the current drive.

The start up sequence goes through a brief history leading up to the battle.

After the initial history a sequence of questions are asked to set up the game. The first is whether you wish to restore a saved game, type N to this unless you wish to restore a partially completed game.

For the first game, you could try the answers in brackets:

- Whether a human plays Napoleon, Kutusov, both commanders, or neither (Y to Napoleon, N to Kutusov).

- Whether the communication messages between lesser Generals is to be displayed (mail to the player's HQ is always displayed. (Y to French, N to Russian).

- Whether the user is allowed to view the battlefield from different positions than just from the Commander's position (this is a cheat but allows a new user to familiarise themselves with the battlefield – so answer Y).

- Miles or Kilometres (M).

- Cannons firing (Y to see the puffs of smoke as cannons fire and the earth thrown up as they fall). However, there are no sound effects in Borodino, so turn the volume right down.

- Compass (Y to see the main compass directions).

- Whether a note on what the program is doing is to appear in a yellow band at the bottom of the screen (Y).

- Changing the historical orders (N).

- Automatically saving the game every hour (N). This is just a precaution, so, for example, if the wires are accidentally pulled out of the back of the computer, the game can be recovered from the last simulated hour.

Two Human Opponents

Borodino is an excellent way of playing a huge battle against a human opponent. Simply type Y to both questions of whether you wish a human to play Napoleon and Kutusov.

Changing Historical Orders

If you opt to change the initial orders, you may enter up to 30 new ones for either side. The corps generals will keep their historical orders unless they are explicitly changed, so there is no need to re-enter any order that a general already has. These new orders immediately take effect, as it is assumed that all the corps generals are at the HQ the evening before the battle.

Play-by-Mail

By saving off the game data after every move, it is possible to play by mail. One commander makes his moves, posts the disk to his opponent, who likewise makes his decisions, saves off the data, and posts the disk back.

The Map

One side of the supplied map of the Battle of Borodino shows the initial historical positions, and the main moves made during the battle. The second side is for planning your own strategies, and also for making notes at village and fort names showing who is in control of them. Use the pen supplied to mark the laminated side of the map *only*. This can be wiped clean with a damp cloth between games.

The Start of the Battle

The battle starts at 6.00 am.

Assuming the player opts to take the part of Napoleon there will be a short delay before being asked whether the player is ready to give orders.

Both commanders can give up to 8 orders in every 15 minute turn (but just type X or ESC if you wish to enter less).

Whenever <k> appears in the bottom right hand corner, either click the mouse, press any key, or wait for the time-out (20 seconds).

Before typing in any orders, look around the screen....

The Graphics

The French army is lined up from north to south and face east. The view shown when asked to give orders is always from the commander's position: Napoleon facing east or Kutusov facing west. The total battle area is far larger than the view. A player can see around one and a half to two miles in any direction (the total area is around six miles north/south, five miles east/west). The battle goes on everywhere regardless of what the player is looking at.
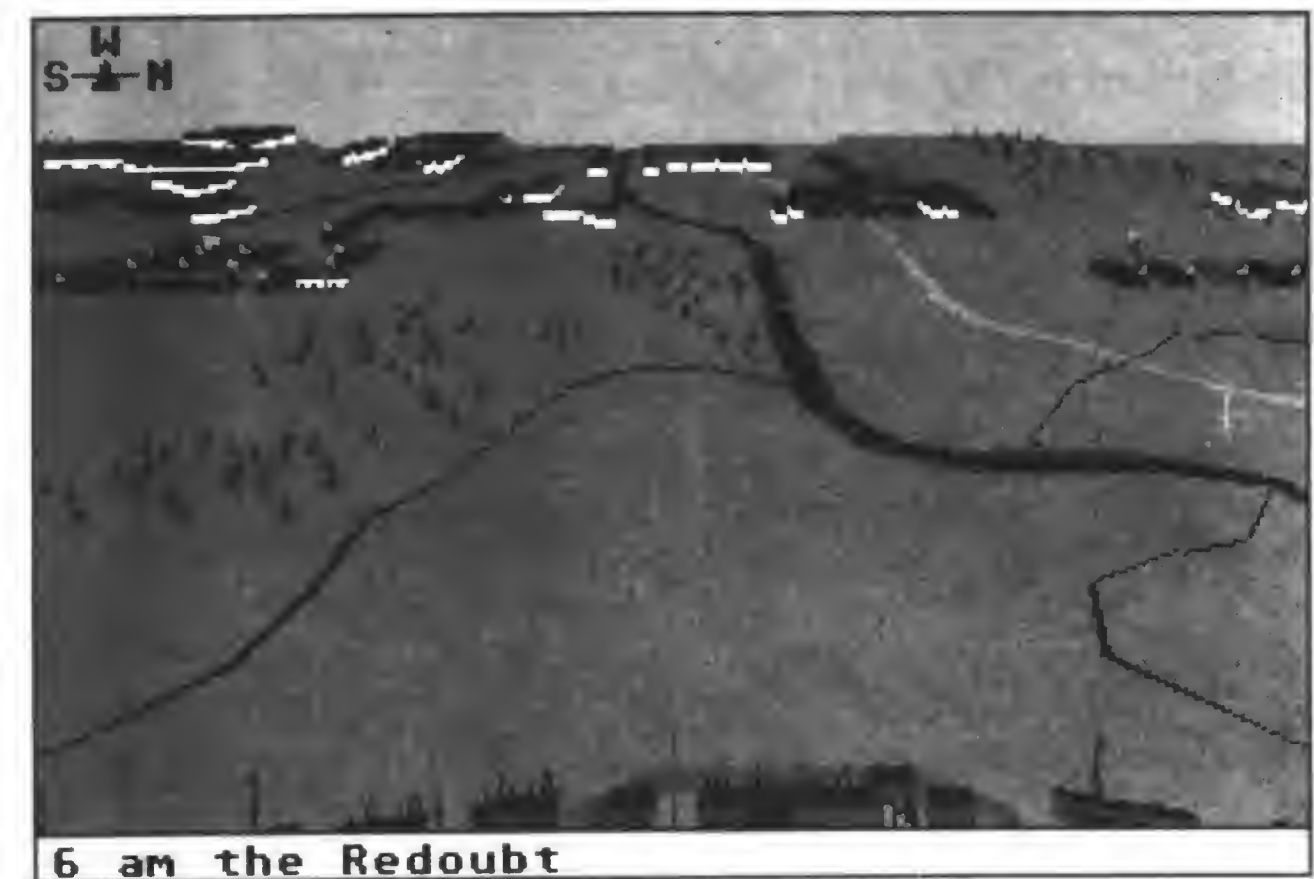
Figure 1: The Russians defending the Redoubt look towards the French Positions.

If viewing from the commander's position, he will always be situated in the centre square at the bottom of the screen, regardless of which direction is being looked in.

Looking Around

To look in any one of the four compass directions – in response to the order: prompt type:

LOOK <direction>

For example: LOOK EAST, or simply LOOK E.

This will give a perspective view of all the commander can see.

He can rely on incoming messages, or move around the battlefield, to find out what is going on elsewhere. If, however, the answer Y was given to the question that asked whether the commander can see whats going on other than from his own position, then the viewing options are expanded to:

LOOK <direction> FROM <given point or name>

For example:

LOOK EAST

LOOK WEST FROM BORODINO (a village name)

LOOK SOUTH FROM EUGENE (a general's name)

When viewing from another General's position, you can only choose generals on your own side.

Army units are recognised by their uniforms:

French Army Colours

Light Infantry...............Light purple with red hats

Line Infantry...............Dark blue with black hats

Guard Infantry............Dark purple with black hats

Light Cavalry ....As light infantry on white horses

Line Cavalry...............As line infantry on white horses

Guard Cavalry..............As guard infantry on white horses

Foot Artillery...............Dark blue with black hats and black guns

Horse Artillery............As foot artillery crew on white horses

Russian Army Colours

Militia .... (Irregular volunteers) brown with black hats

Light Infantry .... Red with black hats

Line Infantry .... Dark green with black hats

Guard Infantry .... Light yellow with black hats

Cossacks .... Red with dark purple hats on white horses

Light Cavalry .... As light infantry on white horses

Line Cavalry .... As line infantry on white horses

Guard Cavalry .... As guard infantry on white horses

Foot Artillery .... Dark green with black hats and black guns

Horse Artillery .... As foot artillery but crew on white horses

Each regiment is drawn on the screen as a block of units led by a colonel (recognisable as they all have triangular flags).

As the game progresses units can change direction and formation. For example guns can be towed or line up to fire, and infantry will form squares if threatened by cavalry.

In addition to the army units there are individual horsemen, which can either be generals or riders (carrying messages). All generals are shown as a horseman with a flag, riders are simply shown as horsemen without a flag.

Generals are colour coded:

French Officers

Napoleon .... Dark grey on a white horse, dark blue square flag

Corps Generals .... Dark blue on a brown horse, purple square flag

Division Generals .... Dark blue on a brown horse, light blue square flag

Regiment Colonels......Black on a brown horse, light blue triangular flag

Russian Officers

Kutusov...........................Dark grey on a white horse, white square flag

Corps Generals.............Dark green on a brown horse, dark yellow square flag

Division Generals........Dark green on a brown horse, red square flag

Regiment Colonels......Black on a brown horse, red triangular flag

Terrain

In addition to the army units there are the following terrain details:

Hills, houses, a church (only one in the village of Borodino), two pontoons, one bridge (also in Borodino), woods, streams, a river, and some forts.

Forts and earthworks are shown as brown shapes.

The Telescope

The cursor acts as a telescope when looking out over the perspective view.

Figure 2 - Using the telescope

The telescope picks up village and fort names, the pontoons, the church, the bridge, the names of generals and the type of units. It also returns a range and direction. To get information on what appears just point the telescope at something and click the left hand mouse button.

To view close up (if the view is obscured by the order: paper) just click the mouse any where on the obscured part, and the whole scene will appear.

When the prompt <k> appears, simply type in any key or click the mouse (or wait for the time-out) to go back to the order: prompt. .

Giving Orders
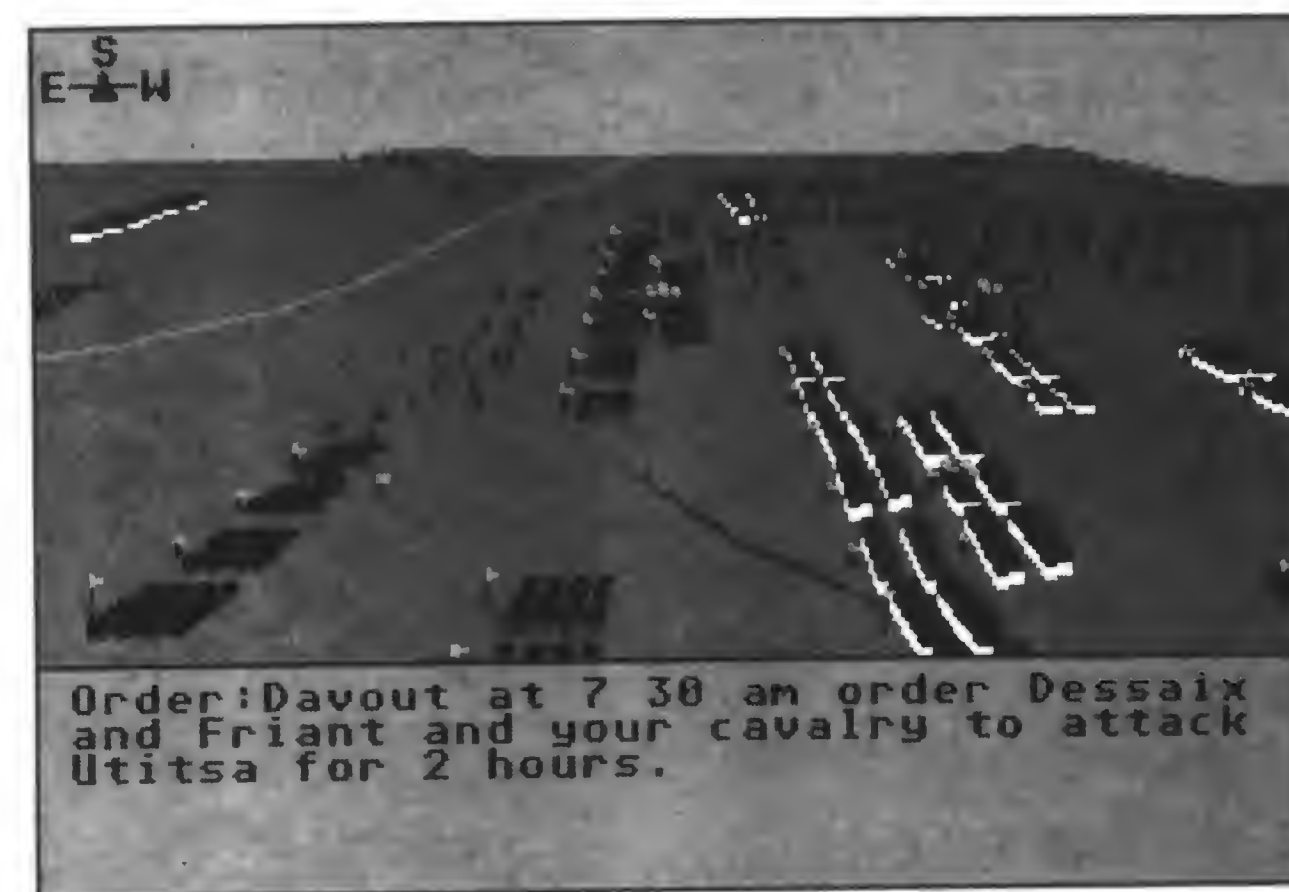
Figure 3: Giving an order

All orders are sent down the command chain, from commander-in-chief to corps commanders, corps commanders to divisions, and from divisions to regiments:

```
┌─────────────────────────┐
│   Commander in Chief    │      Number : 1
└────────────┬────────────┘
┌────────────┴────────────┐
│    Corps General ·      │      Number : 12 to 16
└────────────┬────────────┘
┌────────────┴────────────┐
│   Division Generals     │      Number : 1 to 8
└────────────┬────────────┘      per corps. 60+ in
             │                   total
┌────────────┴────────────┐
│   Regiment Colonels     │      Number : 1 to 8
└─────────────────────────┘      per division, up
                                 to 30 per corps.
                                 160 to 170 in
                                 total
```
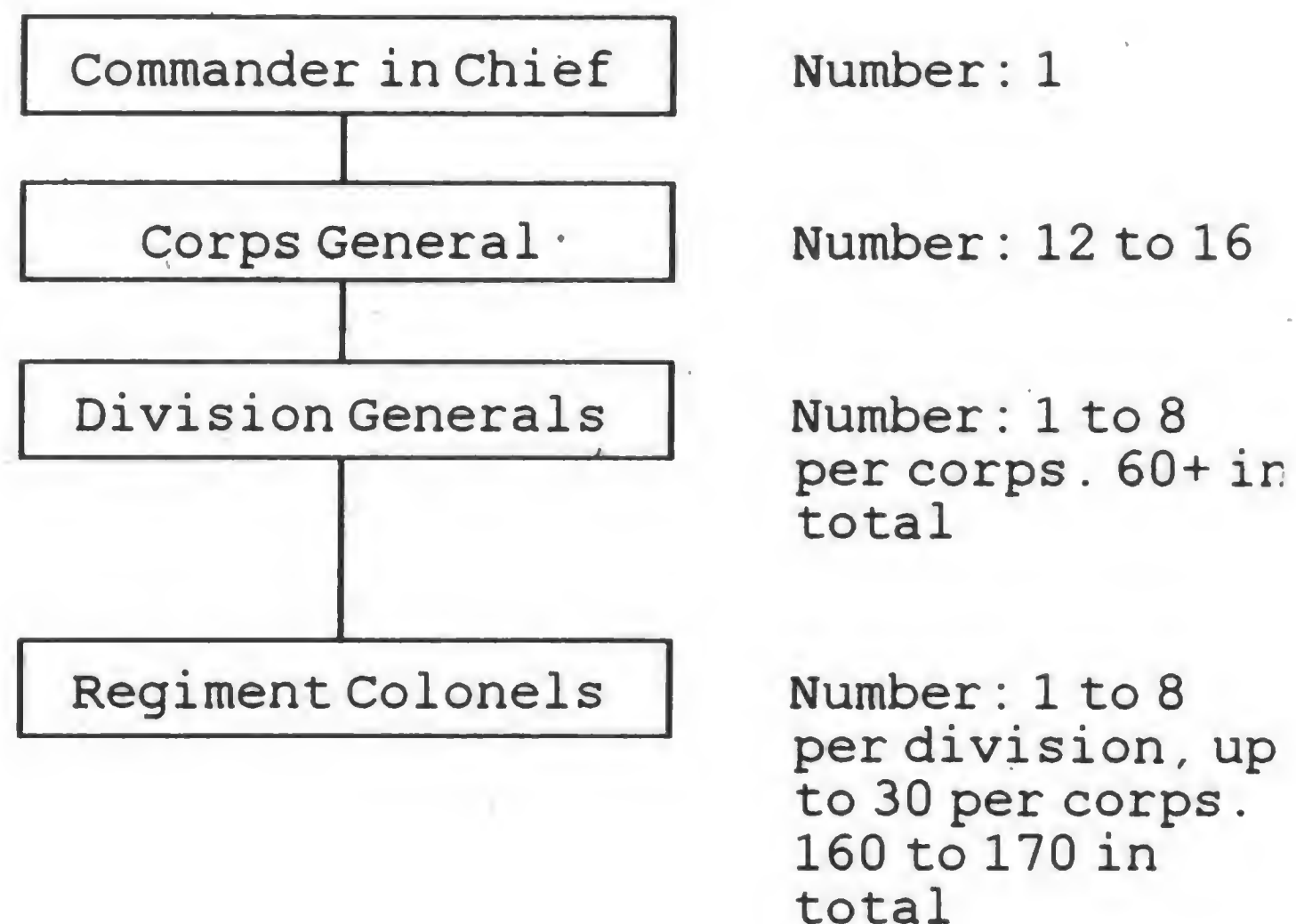
Orders are entered in English, in response to the Order: prompt when it appears, and are sent strictly according to the military hierarchy. The commander in chief can only order the corps commanders.

The orders the commander sends are the key to the game – but the generals have already received the orders that they were historically given – so fighting will start even if no new orders are sent. The historic orders used to start are listed in Appendix B.

Simple Orders

Most orders that can be sent to corps generals are quite sophisticated and are listed in Appendix A. Some simple ones are available to help the player:

Type	Effect
X or ESC	Stops asking for more orders before the maximum allowed has been entered.
LOOK <dir>	(See graphics)
QUIT	Abandons the game.
SAVE	Saves the status of the game at the end of the next battle round, but continues with the game.
<name>	Provides details of the command structure (the names of all the subordinate Generals, and the type of forces that they command). The name can be of a corps commander, a divisional officer or simply HQ.

SNAP

This will save off the view to a graphics file compatible with the NeoChrome program. The files will be named from Snap_a.neo to Snap_z.neo. This allows you to record the important events of the battle.

POINTS

This will give you a running total of how well you are doing. Points are given for the size of your army, the prisoners and casualties you have caused, and the fortifications and villages that you are in control of.

PAUSE

This will freeze all action of the program, while you take a break.

When eight orders have been entered (or X typed) the program moves on, and goes through one period (15 minutes) of the battle.

Watching the Battle

By way of a demonstration – all the correspondance between the various generals may be shown on the screen. This would obviously not be realistic, but as it is interesting and helpful to see how the program interprets orders.

The delays in showing anything on the screen are simply when the generals themselves are thinking, or when units are moving, shooting, fighting or other low-level operations are being carried out. A short note appears at the bottom of the screen simply to tell the player that the computer is busy.

The battle is fought to extremely detailed rules, similar to tabletop wargame rules.

The battle continues until 7.00 pm – when full battle report details will be available – and the result assessed. You are also given the option of looking around the battlefield.

Hints For Your First Battle

A victory is difficult to achieve, these hints give nothing away but will help you get going.

✓ DO be specific when giving orders. NEY MOVE TO UTITSA is vague – how many of Ney's divisions do you want to be moved to Utitsa (which is a village)? Unless you want the decision left up to Ney, it is better to give an order like: NEY ORDER 1 INFANTRY DIVISION AND YOUR CAVALRY TO MOVE TO UTITSA.

✓ DO remember the time lag from issuing orders to them being carried out. If you see a messy situation in the distance, it may be pointless issuing an order to correct it, or the general in command may sort it out anyway.

✓ The SHELL order is particularly useful. Some fortifications will be difficult to dislodge without a prior bombardment.

✗ DON'T issue FORM LINE or CHANGE STRATEGY orders until you are familiar with the game: they have a major effect on the way the battle is fought, it is easy to get in a mess with them, and the historic orders (given initially by default) are as good as any.

✓ DO ask for battle reports from the front line generals every few hours or so. The order goes: <corps general> SEND ME YOUR BATTLE REPORT. Alternatively get all the reports using ALL CORPS SEND ME YOUR BATTLE REPORTS.

✗ DON'T go overboard in issuing orders. All the attacking generals will adopt aggressive strategies, and all the defending ones efficiently use their resources, without the need for specific orders. The subordinates know what they have got to do, and their closer position to the action enables them to make quicker and more relevant decisions in many cases.

✓ In the first few games DO make liberal use of the LOOK <dirn> FROM <position> option. It will show you that the battle is going on all over the place.

✓ DO think big – use the battle map to plan the overall strategy. When a corps reports, it will indicate its location, so you can update a copy of the map with a rough sketch of what is going on.

✓ If you are a long way from one area of the battle, DO consider assigning a corps or two to support the front line general there. That general will efficiently use the supporting corps divisions without need of further orders.

✓ DO get to know your key commanders by name, and the positions they hold. Ordering divisions by name might be valuable, but the corps commanders have real clout. For Napoleon the four most important corps, at the start of the battle, are DAVOUT, NEY, PONIATOVSKI (a Pole not a Russian), and EUGENE. For Kutusov the whole front line is obviously important, but historically RAVESKI, BOROZDIN and TUCKHOV take most of the initial punishment, and command the key positions of the forts called the REDOUBT and the FLECHES, and the hilltop village of UTITSA.

Moving the HQ

Figure 5: Moving the HQ

During the movement of units a human player will be asked if they wish to move the HQ. If so they are asked the main direction they wish to move (N,S,E or W) and then the mouse is used to pick out the required destination. The HQ will be moved as far towards the destination as it can in the time.

Appendix A - The Orders

Orders can be typed in either upper or lower case.

When entering orders spelling mistakes, incorrect sentences and semantic errors are picked up. In this case the order is left on the screen with the cursor at the word that the program thinks is out of place. The order can then be edited by using the cursor keys, the delete and the backspace keys.

One special editing key is put in – Control Delete – which will delete to the end of the order from the cursor position.

A pattern matching routine in the parser allows words to be shortened to their shortest identifiable sequence. For example, the village name *Semionovoskaya* can be entered as "Semion" as no other words start with these letters, but *Borodino* cannot be entered as "Boro" as these letters are also the first four in the Russian general's name *Borozdin* (so *Borodino* can be shortened to "Borod").

Rather than send an order to one named corps general, ALL CORPS can be entered. This is particularly useful when giving such orders as:

ALL CORPS SEND ME YOUR BATTLE REPORT

ALL CORPS RETREAT

Battle Commands

These orders are used to handle most of the fighting – specifying targets, defending villages, hills, woods and generally to move corps and divisions around.

Battle orders are also given by corps generals acting on their own initiative, but within the bounds of the strategy they are working on, and any defence/attack line that may have been specified (see Form line order).

If no individual divisions are specified, the corps general will select one or more of his own choice.

Format:

i   <to who> <time> <battle action>
    <place> <duration>

ii <to who> <time> RETREAT

iii <to who> <time> ORDER <divisions> TO
    <battle action> <place> <duration>

iv <to who> <time> ORDER <divisions> TO
    RETREAT

<battle action> is one of: ATTACK, DEFEND, STAY IN RESERVE, MOVE, SHELL

<place> specifies the target or destination of the action. It can either be a village name, a fort name, the bridge or pontoons, or a general's name.

Alternatively it can be some terrain feature or enemy force, or simply a distance and direction relative to one of these names. To give a relative position type in a distance, then a direction (any one of the eight main compass directions), then the place (for example: 1 1/2 MILES SOUTHEAST OF THE PONTOONS).

<duration> is optional, but takes the form: FOR <n> HOURS <m> MINUTES, or just FOR <n> HOURS, or FOR <m> MINUTES.

Examples:

There are a vast number of possibilites – here are just some (Utitsa and Borodino are villages):

NEY ORDER YOUR ARTILLERY TO MOVE 1/2 MILE EAST

NEY MOVE TO UTITSA

NEY MOVE TO 1 MILE SOUTHWEST OF UTITSA

DAVOUT AT 2 30 PM RETREAT

DAVOUT ATTACK UTITSA

EUGENE SHELL THE ENEMY CAVALRY 1 MILE NORTH
OF YOU FOR 30 MINUTES

NEY ORDER LEDRU AND YOUR CAVALRY TO ATTACK
UTITSA

NEY ORDER 2 INFANTRY DIVISIONS TO ATTACK
THE ENEMY CAVALRY 1 MILE EAST OF UTITSA

NEY AT 7 AM ORDER FOUCHER TO SHELL UTITSA
FOR 2 HOURS

DAVOUT ORDER 2 INFANTRY DIVISIONS TO
DEFEND THE WOOD 1 MILE NORTH OF YOU

DAVOUT ORDER COMPANS TO MOVE 1 MILE SOUTH
OF NEY

DAVOUT ORDER COMPANS TO MOVE TO THE HQ

DAVOUT ORDER COMPANS TO ATTACK THE ENEMY
ARTILLERY 1 1/2 MILES EAST OF GIRARDIN

EUGENE ORDER YOUR CAVALRY TO MOVE TO
BORODINO

NOTE: remember to use the word ORDER when
specifying divisions, this is to distinguish this order
from one to the corps general when no divisions
are specified. Unfortunately the order – DAVOUT
MOVE COMPANS TO UTITSA – is illegal. It has to be
entered with the word ORDER, and changed to
DAVOUT ORDER COMPANS TO MOVE TO UTITSA.

Support orders

These tell corps to give, take or stop giving or
stop taking support from another corps general.
When one corps general supports another, it
transfers its own divisions to that corps when
requests for assistance are received.

If any one support order is given, the
complimentary one is sent automatically (by the
commander's staff).

For example:

If the order – JUNOT, GIVE SUPPORT TO NEY – is
entered, then the order – NEY, TAKE SUPPORT FROM
JUNOT – is sent automatically.

Format:

i   <to who> <time> GIVE SUPPORT TO <corps
list>

ii   <to who> <time> TAKE SUPPORT FROM
<corps list>

iii <to who> <time> STOP GIVING SUPPORT

iv   <to who> <time> STOP GIVING SUPPORT TO
<corps list>

v   <to who> <time> STOP TAKING SUPPORT

vi   <to who> <time> STOP TAKING SUPPORT
FROM <corps list>

<to who> is the name of the corps general who is being sent the order, or ALL CORPS is optional, it is when the order is to take effect

<corps list> is the names of one or more corps generals

Examples:

JUNOT, GIVE SUPPORT TO NEY

JUNOT, STOP GIVING SUPPORT

MONTBRUN, AT 6 30 AM GIVE SUPPORT TO NEY AND DAVOUT

MONTBRUN, AT 8 30 PM STOP GIVING SUPPORT TO NEY

Battle Reports

This order tells the corps general to ask all its subordinates for details of men, guns, casualties and so on, and then sends a report back to the commander in chief.

Format:

<to who> <time> SEND ME YOUR BATTLE REPORT

Examples:

DAVOUT, SEND ME YOUR BATTLE REPORT

EUGENE, AT 7 30 AM SEND ME YOUR BATTLE REPORT

Transfer command

This order tells a corps general to transfer command of one or more of its divisions over to another corps general.

Format:

```
<to who> <time> TRANSFER <division list>
TO <corps general>
```

<division list> can be made up of either divisional general names (eg. SEBASTIANI), or a number of types of division (eg. 2 CAVALRY DIVISIONS), or simply an unspecified number of divisions (eg. YOUR INFANTRY).

You cannot, however, simply say 2 DIVISIONS – a division type must be specified.

Examples:

MONTBRUN, TRANSFER SEBASTIANI TO NEY

MONTBRUN, TRANSFER SEBASTIANI AND DEFRANCE TO NEY

MONTBRUN, TRANSFER 2 DIVISIONS OF CAVALRY TO DAVOUT

GROUCHY, AT 7 AM TRANSFER YOUR ARTILLERY TO EUGENE

GROUCHY, AT 8 AM TRANSFER CHASTEL AND 1 DIVISION OF ARTILLERY TO EUGENE

Change Strategy Command

Corps generals will operate on one basic strategy. This order will probably only be given at the start of a battle, or when things are going particulary well or particularly badly.

If you wish to take personal control of the divisions within a corps, give an order to the corps commander to change his strategy to stand. You will still have to send orders to the divisions via the corps commander, but he will not send them off on any tasks on his own initiative.

If you specify that a corps should adopt a reserve strategy, it will stay put unless it is threatened, in which case it will adopt a defense line. This is the main difference between reserve and stand.

Format:

i   <to who> <time> CHANGE YOUR ROLE TO
    <role>

ii <to who> <time> CHANGE YOUR STRATEGY
    TO <role>

<role> can be one of

ATTACK, DEFEND, STAND-BY, RESERVE, RETREAT.

Examples:

EUGENE, CHANGE YOUR STRATEGY TO DEFENCE

MONTBRUN, AT 1 30 PM CHANGE YOUR ROLE TO
STAND-BY

Form a Defence or Attack Line

This is a strategic order to those corps generals who are to make up the front line. Care has to be taken to ensure the front line is complete (see historic orders for an example).

Essentially a corps general on the front line is given two places to form a line between, and two corps generals names to link with at these places.

Alternatively a flank can be specified, that does not require a place or general to be named.

This order need never be given if the historic orders are used.

The corps general will adjust the line specified to ensure a firm link with the named generals, and an attack line will be pushed forward.

Format:

i   <to who><time> FORM <line type> LINE FROM <place> LINKING WITH <corps general> TO <place> LINKING WITH <corps general>

ii   <to who><time> FORM <line type> LINE FROM THE NORTH FLANK TO <place> LINKING WITH <corps general>

iii `<to who><time>` FORM `<line type>` LINE
FROM `<place>` LINKING WITH `<corps general>` TO THE SOUTH FLANK

where `<line type>` is either AN ATTACK or A DEFENCE.

Examples:

The historic orders show how a complete front line is formed.

Appendix B - The Historic Orders used to Initialise the Game

French:

EUGENE, FORM AN ATTACK LINE FROM THE NORTH FLANK, TO THE PONTOONS LINKING WITH NEY

NEY, FORM AN ATTACK LINE FROM 1/2 MILE SOUTHEAST OF THE PONTOONS LINKING WITH EUGENE, TO SHEVARDINO LINKING WITH DAVOUT

DAVOUT, FORM AN ATTACK LINE FROM 1/2 MILE SOUTHEAST OF SHEVARDINO LINKING WITH NEY, TO 1/2 MILE SOUTHEAST OF THE REDAN LINKING WITH PONIATOVSKI

PONIATOVSKI, FORM AN ATTACK LINE FROM 1 MILE SOUTH OF THE REDAN LINKING WITH DAVOUT, TO THE SOUTH FLANK

also:

GROUCHY, GIVE SUPPORT TO EUGENE

Russian:

BAGGOVUT, FORM A DEFENCE LINE FROM THE NORTH FLANK, TO 1 MILE SOUTHWEST OF MASLOVA LINKING WITH OSTERMAN

OSTERMAN FORM A DEFENCE LINE FROM 1 MILE NORTHEAST OF GORKI LINKING WITH BAGGOVUT, TO 1/2 MILE EAST OF GORKI LINKING WITH DOKHTUROV

DOKHTUROV, FORM A DEFENCE LINE FROM GORKI LINKING WITH OSTERMAN, TO 1/2 MILE NORTH-EAST OF THE REDOUBT LINKING WITH RAEVSKI

RAEVSKI, FORM A DEFENCE LINE FROM THE REDOUBT LINKING WITH DOKHTUROV, TO SEMI-ONOVOSKAYA LINKING WITH BOROZDIN

BOROZDIN, FORM A DEFENCE LINE FROM THE FLECHES LINKING WITH RAEVSKI, TO 1/2 MILE SOUTHEAST OF THE FLECHES LINKING WITH TUCHKOV

TUCHKOV, FORM A DEFENCE LINE FROM 1/2 MILE NORTHEAST OF UTITSA LINKING WITH BOROZDIN, TO 1/2 MILE SOUTHEAST OF UTITSA LINKING WITH KARPOV

KARPOV, FORM A DEFENCE LINE FROM 1 MILE SOUTH OF UTITSA LINKING WITH TUCHKOV, TO THE SOUTH FLANK

Also:

BAGGOVUT, TAKE SUPPORT FROM PLATOV

OSTERMAN, TAKE SUPPORT FROM UVAROV

RAEVSKI, TAKE SUPPORT FROM SIVERS

BOROZDIN, TAKE SUPPORT FROM GOLITSYN

TUCHKOV, TAKE SUPPORT FROM KUTAISOV

Appendix C - Proper Names in the Vocabulary

The parser understands the following positions:

Special features

The bridge, the pontoon(s), The Redoubt, The Fleches, The Redan

Villages

Palibino, Maslova, Besubovo, Zakartino, Borodino, Valuieva, Gorki, Tatarinovo, Kniazkovo, Aleksinki, Fominka, Shevardino, Semionovoskaya, Psarevo, Achinkovo, Utitsa, Artemki, Mykhino, Yelnia, Doronino, Maslovo, Loginovo, Gorochkovo, Ilinskoe, Uspenskoe, Maloe, Novoe, and Staroe.

Appendix D - The Armies

The French Army

All names are recognised by the parser. Our research has not managed to reveal a few of the divisional commanders names, so these are refered to in a form such as: II-foot-art or B-Reserve.

Commander-in-chief: *Napoleon*

The Five Main Infantry Corps:
Davout

Pernety	3 foot, 1 horse artillery batteries
Friant	1 light, 2 line infantry regiments
Dessaix	4 line infantry regiments
Compans	3 line infantry regiments
Girardin	2 light cavalry brigades

Ney

Foucher	3 foot, 1 horse artillery batteries
Ledru	3 line infantry regiments
Razout	5 line infantry regiments
Marchand	1 light, 5 line infantry regiments
Woelwarth	3 light cavalry brigades

Eugene

Danthouard	4 foot, 2 horse artillery batteries
Morand	1 light, 3 line infantry regiments
Gerard	1 light, 3 line infantry regiments
Delzons	1 light, 4 line infantry regiments
Broussier	1 light, 4 line infantry regiments
Lecchi	2 guard infantry regiments
Ornano	2 light cavalry brigades

Poniatovski

Pelletier	3 foot artillery batteries
Zayonczek	4 line infantry regiments
Kamienski	3 line infantry regiments
Kaminski	2 light cavalry brigades

Junot

Vandamme	2 foot artillery batter
Tharreau	1 light, 4 line infantry regiments
D-Ochs	2 line infantry regiments
Chabert	2 light cavalry brigades

Four Reserve Cavalry Corps

Nansouty

I-artillery	1 horse artillery battery
Bruyere	3 light cavalry brigades
St-Germain	3 heavy cavalry brigades
Valence	3 heavy cavalry brigades

Montbrun

II-artillery	1 horse artillery battery
Sebastiani	3 light cavalry brigades
Wathier	3 heavy cavalry brigades
Defrance	3 heavy cavalry brigades

Grouchy

III-artillery	2 horse artillery batteries
Chastel	3 light cavalry brigades
Doumerc	3 heavy cavalry brigades
Houssaye	2 heavy cavalry brigades

Latour-Maubourg

IV-artillery	1 horse artillery battery
Rosinski	2 light cavalry brigades
Lorge	2 heavy cavalry brigades

The Imperial Old Guard

Lefebvre

Curial	6 guard infantry regiments

The Imperial Yound and Middle Guard

Mortier

Sorbier	2 foot, 2 horse artillery batteries
Roguet	8 guard infantry regiments
Claparede	5 guard infantry regiments
Delaborde	4 guard infantry regiments
Bessieres	3 guard cavalry brigades

The Reserve Artillery

Laribossiere

A-Reserve	4 foot artillery batteries
B-Reserve	3 foot artillery batteries

Russian Army

Commander-in-chief: Kutuzov

The Russian 1st Army

Infantry Corps

Baggovut

II-foot-art	2 foot, 1 horse artillery batteries
Viurtembergski	2 light, 3 line infantry regiments
Olsufev	2 light, 4 line infantry regiments
II-cavalry	1 light cavalry brigade

Tuchkov

III-foot-art	3 foot artillery batteries
Konovnitsyn	1 light, 3 line infantry regiments
Stroganov	3 line infantry regiments
III-cavalry	2 cossack brigades

Osterman

IV-foot-art	3 foot artillery batteries
N-Bakhmetev	2 light, 3 line infantry regiments
A-Bakhmetev	1 light, 4 line infantry regiments
IV-cavalry	1 light cavalry brigade

Guards

Lavrov

Rozen	8 guard infantry regiments
Kantakuzen	4 guard infantry regiments
V-cavalry	2 guard cavalry brigades

Dokhturov

VI-foot-art	2 foot, 1 horse artillery batteries
Kapstevich	1 light, 2 line infantry regiments
Likhachev	2 light, 2 line infantry regiments
VI-cavalry	1 light cavalry brigade

Cavalry Corps

Uvarov

I-horse-art	1 horse artillery battery
Chalikov	2 guard cavalry brigades
Chernyshev	2 heavy cavalry brigades

Korff

II-horse-art	1 horse artillery battery
Davydov	2 heavy cavalry brigades
Panchulidzev	2 heavy cavalry brigades

Kreits

III-horse-art	1 horse artillery battery
Scalon	1 heavy cavalry brigade
Klebek	1 heavy cavalry brigade
Dorokhov	1 light cavalry brigade

Cossacks

Platov

I-Cossacks	3 cossack brigades
II-Cossacks	4 cossack brigades

The Russian 2nd Army

Infantry Corps

Raevski

VII-foot-art	3 foot artillery batteries
Paskevich	2 light, 4 line infantry regiments
Vasilchikov	2 light, 4 line infantry regiments
VII-cavalry	2 light cavalry brigades

Borozdin

VIII-foot-art	2 foot artillery batteries
Meklenburgski	4 line infantry regiments
Neverovski	1 light, 3 line infantry regiments
Vorontsov	4 line infantry regiments

Cavalry Corps

Sivers

IV-horse-art	1 horse artillery battery
Panchulidyev	2 heavy cavalry brigades
Emanuel	2 heavy cavalry brigades

Golitsyn

Depreradovich	3 heavy cavalry brigades
Duka	3 heavy cavalry brigades

Moscow and Smolensk Militia

Kutaisov

Lebedev	3 militia infantry regiments
Markov	7 militia infantry regiments

Cossacks

Karpov

III-Cossacks	3 cossack brigades

Reserve Artillery

Toll

Reserve-A	3 foot artillery batteries
Reserve-B	3 foot artillery batteries
Reserve-C	3 foot artillery batteries
Reserve-D	3 foot artillery batteries
Reserve-E	3 foot artillery batteries